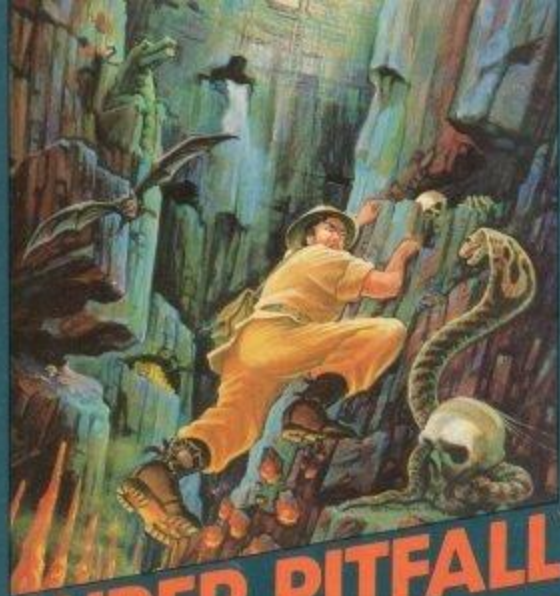


NES - Pi - USA

Player's Guide



SUPER PITFALL

ACTIVISION

© 1983, 1987 Activision, Inc.

Made in Japan

SUPER PITFALL™

SUPER PITFALL was reprogrammed by Pony, Inc.
Licensed by Nintendo of America Inc.

Produced by Sam Nelson.

Player's Guide by Elizabeth Metzger Armstrong. Editorial management
by Steven Young.

For a recorded message about our newest software, call 415 960-0518. For
technical help, call Product Support between 9:30 a.m. and 4:30 p.m. Pacific
time on Monday, Tuesday, Thursday, and Friday, and between 9:30 a.m. and
noon on Wednesday: 415 960-0518.

For information about our products, write to:

Product Support
Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision,
Inc. The distribution and sale of this product are intended for use of the
original purchaser only and for use only on the computer system specified.
Copying, duplicating, selling or otherwise distributing this product without
the express written permission of Activision are violations of U.S. Copyright
law and are hereby expressly forbidden.

© 1983, 1987 Activision, Inc. All rights reserved.

Nintendo and the Nintendo Entertainment System are trademarks of Nintendo of America Inc.



SUPER PITFALL

Pitfall Harry is back, ready to embark on the most dangerous, most impossible mission he has dared to attempt so far. All alone, with only a gun and his wits for protection, he must recover the priceless Raj diamond from a vast subterranean dwelling high in the Andes Mountains. And to complicate matters, he must also rescue his beloved niece Rhonda and feline friend Quickclaw the Lion, both trapped in the dark, damp depths below.

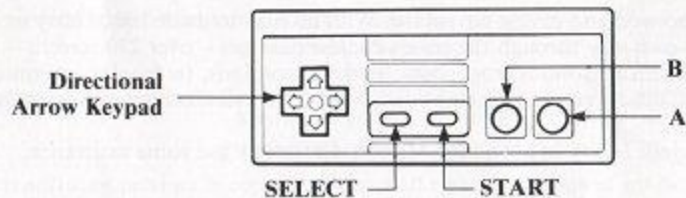
This is no weekend caving adventure. With no map to guide him, Harry must find his own way through the cave's endless passages — over 270 screens — infested with poisonous frogs, bats, snakes, scorpions, tarantulas, cavemen, lava pits, deadly condors, falling rocks, and other evil creatures and hazards.

Care to join Harry in his quest? He could certainly use some assistance.

SUPER PITFALL™

Getting Started

- Insert the *SUPER PITFALL* cartridge in your Nintendo Entertainment System as instructed in your owner's guide.
- Turn on your game system and TV or monitor. The *SUPER PITFALL* title screen will appear. After a few seconds, you'll see a brief game demonstration.



- Press the **SELECT** button to switch between the one- and two-player game options. Release the button to make your selection.
- Press the **START** button to begin the game.

- During play, you may press the **START** button to pause at any time; press it again to resume play.
- Press the **RESET** button on your Nintendo Entertainment System at any time to restart the game from the beginning.

Directing Harry

- The directional arrows keypad controls Harry's movements. Press the right arrow to move him to the right, and the left arrow to move him to the left. Press the up arrow to help Harry climb or swim upward; press the down arrow to help him climb or swim downward or duck.
- Press the **A** button to make Harry jump in place. Press the **A** button and the right arrow to make him jump to the right, or the **A** button and the left arrow to make him jump to the left.
- Press the **B** button to fire Harry's gun in the direction he is facing.

Playing the Game

Your job is to move Harry through the mazes, find the Raj diamond, Rhonda, and Quickclaw, and then return to the starting point without getting bumped off by the life-threatening creatures or hazards that await our hero. To win points and special congratulations, make sure that Harry also gathers as many gold bars as possible along the way.

Harry's journey is not easy. At times his pistol seems useless against the endless hordes of creatures that come after him. If he manages to reach Rhonda, he'll discover that the poor girl has been turned to stone and that the only antidote to this horrible condition is a flask of medicine, located somewhere in the cave. And, if this weren't enough, before he can rescue the faithful Quickclaw, Harry will need to uncover a hidden key.

Even returning to the starting point is no easy task. To do so, Harry must find a photograph of the Underground Kingdom, which contains the only clue to getting back – the location of a launching site from which he can jump back to the beginning. Only then will you win the game.

Fortunately, Harry is basically an optimist and, more importantly, a pretty agile fellow. He can walk along rocks and ledges, climb up and down ladders, jump over pitfalls or from rock ledge to rock ledge, swim through subterranean lakes, and swing from rope to rope.

Staying Alive

Invisible Objects

Besides the medicine and the key he needs for rescuing his allies, Harry will discover many other items hidden in the cave that will give him special powers to help him in his mission. Among them are crystal balls with a heart, spade, diamond, or club inscription, useful for opening up rock doors; spare pistols; and objects that can make Harry invulnerable to his enemies and help him earn points. The only way he can get hold of these items is to jump up and grab them at just the right moment. Since they're invisible, Harry should jump frequently as he wanders through the cave.

He can open rock doors, but only if he first unlocks them with the crystal ball whose symbol matches the key hole.

Spare Pistols


At the beginning of his mission, Harry is armed with one pistol loaded with 20 bullets. Inside the cave he'll find invisible spare pistols, each with 20 additional bullets. The number of total bullets remaining – including the spares – is displayed at the top left corner of the screen.

Instant Travel

At various places in the caverns, Harry can instantly transport himself from one cave to another by jumping at a particular (but unmarked) spot.

Spare Harry's

You'll begin the game with three Harry's. If Harry touches any of the dangerous creatures or hazards, he's a goner. A screen will quickly display the number of Harry's you have left, and a spare Harry will replace him at the very spot where the first one met his doom.

If Harry dies three times before you've earned 50,000 points the game is over. At 50,000 points, you'll earn a fourth life, at 80,000 points a fifth life, and additional lives thereafter. You'll also gain an extra life if Harry jumps on  when it appears.

Invulnerable Harry

Each time Harry first appears — both at the beginning and in the middle of the game — he'll flash for a few seconds. In this state he is invulnerable to his enemies.

Strategy Tips

The best way to get through the cave is to explore it.

Try to discover the shortest route. You might just uncover an unexpected shortcut in the process!

You can accomplish your mission even if you use up all of your bullets.

Crouch or jump to avoid the bats.

Be careful on the ladder. Harry may miss his step.

SUPER PITFALL™

Scoring

Shoot a frog.....	500 points
Shoot a vulture.....	1,000 points
Shoot a snake.....	1,000 points
Shoot a bat.....	2,000 points
Shoot Caveman Gary.....	3,000 points
Shoot Caveman Norm.....	3,000 points
Shoot Caveman Arnie.....	2,000 points
(It takes more than one shot to kill Gary, Norm, and Arnie)	
Run over a gold bar.....	3,000 points
Grab a spare gun.....	10,000 points
Grab a star.....	10,000 points
Grab a cross.....	10,000 points
Grab a crystal ball.....	10,000 points
Grab the Raj Diamond.....	???

ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

RETURNS

U.P.S. or registered mail is recommended for returns. For the best service, please be sure to—

1. Send the diskette or cartridge only.
2. Write the name of the product and the type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, inside the package.

Send to:

WARRANTY REPLACEMENTS
Product Support
Activision, Inc.
2350 Bayshore Parkway
Mountain View, CA 94043